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PRINTER RUSH

(PTO ASSISTANCE)

Application : 10/053,169 Examiner : Luu GAU : 2676

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[RUSH] **MESSAGE:** Page 18 of specification is missing, please provide.

[XRUSH] **RESPONSE:** Corrected

Christopher Rauch 312-876-2606 **INITIALS:** PS

NOTE: This form will be included as part of the official USPTO record, with the Response document coded as XRUSH.

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When multiple layers are rotated in step 503, it is also visually advantageous for the viewer to allow variable rotational angle Tvar to increase, in each case, linearly or logarithmically with the sequence of the formation of the layers. This increases the impression of the layering in the three-dimensional rotational image.

Referring to two-dimensional image 400 of Fig. 4A as an example, there are two layers, and so polygons 401 and 403 in first layer 610, which is chosen as the reference layer, are given a rotational angle Tmin, while polygons 402 and 404 in second layer have a rotational angle of (Tmin + Tvar_2), which, in this case, is also (Tmin + Tvar_max_n). Fig. 4B is the three-dimensional rotational image generated by the computer program in step 503. Fig. 4D is a top view of the three-dimensional rotational image of Fig. 4B that shows the various rotational angle dimensions more clearly.

One advantage of above-described process 500 is that the number of layers in the three-dimensional rotational image is as small as possible. If the above-described process 500 is utilized, but the inherent depth information in the two-dimensional image is not utilized, four layers are necessary if each polygon in Fig. 4A is assigned to a separate layer. Since, however, polygons 402 and 404 do not overlap one another, polygons 402 and 404 can be assigned to the same layer without impairing the impression of depth for the viewer in the three-dimensional rotational image. The above-described process 500 thus accumulates the two-dimensional depth sorting with the "real" two-dimensional overlapping of the individual polygons.

Fig. 4B illustrates a sample result of an application of process 500 to the group of objects shown in Fig. 4A. The computer program rotates polygons 401 and 403 in the rearmost layer by an angle Tmin to form rotational bodies 401′ and 403′, respectively, and rotates the polygons 402 and 404 of the layer located more in front along an additional angle Tvar so that they "stick out" in the three-dimensional rotational image as objects 402′ and 404′, respectively. Accordingly, the user receives an impression of the layering of the original two-dimensional image even after the three-dimensional rotational image has been generated.

Fig. 4D shows a top view of the resulting three-dimensional rotational image. In the example illustrated in Figs. 4B and 4D, the additional rotational angle Tvar